Raptor <Fear/Hunger/Anger> Pack Hunter:

No	M	WS	BS	S	T	W	A	Ld	Sv
1	14"	2+	3+	6	6	5	3	8	5+

If this model ✝'s a unit already E.R.'d charge auto-succeeds; +1 ✝ wound roll this eot.

Weapons: Snapping Jaws; ~~pummeling~~ (Claws, Terrible)

Ability: Force Field - This model has a 3+ Inv. Save. In addition, attacking wound rolls fail on unmodified 1-3s, no matter what other abilities the attacker may have.

Terrifying: Each time this model destroys an enemy model, subtract 1 from that model's unit's Ld characteristic until the end of the turn.

Death Throes: When this model is killed, before taking it off the field, roll 1D6. On a 6, it lashes out, dealing D3 MW to one enemy unit within 3".

Vanguard Predator: During Deployment, this unit can be set up anywhere that is more than 9" from en. deployment zone and enemy models.

Rapacious Hunger: Each time this model kills an enemy model, it regains 1 lost wound (max 3 per phase)

~~Raptorial Rage~~ ~~Slash~~

~~Each time this model fights, choose 1 enemy unit within E.R. & roll 1D6. On a 2+ that unit suffers D3 MW, on a 6 it suffers 3 MW & 2 enemy models from that unit are killed by this ability. That unit counts as below Half Strength for the rest of the turn.~~

Snapping Jaws
Rng Melee Type Melee
S User AP-1 D2
Each time the bearer fights, +1 attack w/ this wp.

~~on an u.m. '6' hit roll, +1 MW~~

Terrible Claws
Rng M Type M S+2
AP-3 D3

Pterodactyl

No	M	WS	BS	S	T	W	A	Ld	Sv
1	10"-36"	4+	4+	6	6	5	3	7	5+

Arc

Weapons: Serrated Maw, Grasping Talons, Lightning

Ability: Terror: enemy units w/in 6" of this unit have -1 Ld ch. (6" hor., no limit vert., must see it)

Death From Above: During deployment, you may set this model up 'high in the air' instead of on the battlefield. In your Reinforcements step, you may put it on the field anywhere more than 9" from the enemy.

~~Can re-roll charge rolls for this model until the end of it's turn.~~

Airborne: Can't declare a charge, only can be charged by enemies that can FLY. Can only fight or be attacked in melee by/with units which FLY. (→ xcept at AIRCRAFT)

Hard to Hit: Ranged attacks are -1 to hit roll vs this.

Manoeuvrable: Each time this model makes a Normal Move, Advances, or Falls Back, first pivot it 90° (up to), then move straight ahead. You may pivot up to 90° once more, during any point in the move. The pivots don't count as to your limit.

Eye in the Sky: Enemy units don't receive Light Cover ben. when this model ranged-attacks them. Friendly units may shoot at units which this model sees, even when they can't see them.

~~Over charges~~

Serrated Maw
Rng M Type M
S user AP-2 DD3+1
unmodded 6's w/this weapon get 1 extra AP.

Arc Lightning
Rng 24" Type RF2
S x2 AP-4 D2
Roll 6 & +1 die (1 hit roll)

Grasping Talons
Rng M Type M
S user AP-1 DD3+1
~~You~~ may roll 2D6 for each enemy unit you pass over in your Move phase. (OOP Melee attack)

T-Rex, cont.

~~Reign of Fire: Once per battle, pick up to D3+3 enemy units & take D3+3 MW each. Range matters not. (command phase)~~

Living Battering-Ram

Roll 1d6 per enemy model within 1" of this model when it finishes a charge. On a 3+, the model/unit takes D3 MW.

~~Aftershock~~ Explodes

When this model is killed, before removing it from the field, roll 1D6. On a 6, it explodes, dealing D3 MW to all units within 3".

King of the Monsters

This model has +1 Dmg vs enemy MONSTERS and ~~has the Objective~~ counts as 30 models when determining objective control. In addition, this model has +1 to wound and hit rolls vs. enemy MONSTERS.

NUCLEAR-FURNACE JAWS
Rng/Melee Type/Melee
S X2 AP-5 D5 MW
ability: Radioactive Meltdown
Enemy models cannot use abilities that let them ignore wounds vs this weapon.

LASER-EYES
Rng 20" Type Rapid Fire 2
S8 AP-2 D2

Crushing Feet
Rng M Type M
S+2 AP-3 D3
attacks from this weapon, when allocated to non-MONSTER/VEHICLE units, instead deal 3 MW.

3" MASSIVE TAIL can be used 1x/fight
Rng M Type Melee
S user AP0 D2
sweeping blows: This weapon makes attacks eq. to the # of en. models within 3" of this model.

Meteor of Wrath
Rng 120" Type Assault 1 x
S12 AP-5 D D3+6
can shoot 1x per battle. AP can't be reduced.

~~Weapons: Furnace Jaws, Massive~~

T-Rex <Hunger/Fear/Anger> 250 pts

No	M	WS	BS	S	T	W	A	Ld	Sv
1	10	3+	4+	10	10	13	4	10	3+

Weapons: Laser eyes, Nuclear-Furnace Jaws, Crushing Feet, Massive Tail, Meteor of Wrath

Ability: Dread Majesty: friendly units within 6" of this model may re-roll combat attrition tests, and have +1 to their ~~Ld~~ Ld characteristics.

Deathly Dark Scales: Roll 1D6 each time you allocate a MW to this unit - on a 5+, it doesn't take the wound. In addition, attacks vs this model are at -1 Damage (doesn't stack w/other Damage-reduction abilities) {min Dmg 1}

~~Terrifying Ability~~ Unreasoning Terror: * until end of the turn
Enemy units within 6" of this model have -2 to their Ld characteristics. In addition, each time this model kills a model from an enemy unit, that unit's Ld characteristic is reduced by 1 (max -4 red.)

Titanic: This model can shoot after Falling Back, and charge after Falling Back. It can move thru enemy units as though they were not there, and within E.R. of enemies, just can't end move w/in E.R. of enemies.

Primal Rage: Unmodified hit rolls of '6' from this model score 2 hits rather than 1. Unmodified wound rolls of '6' deal 1 extra M.W.